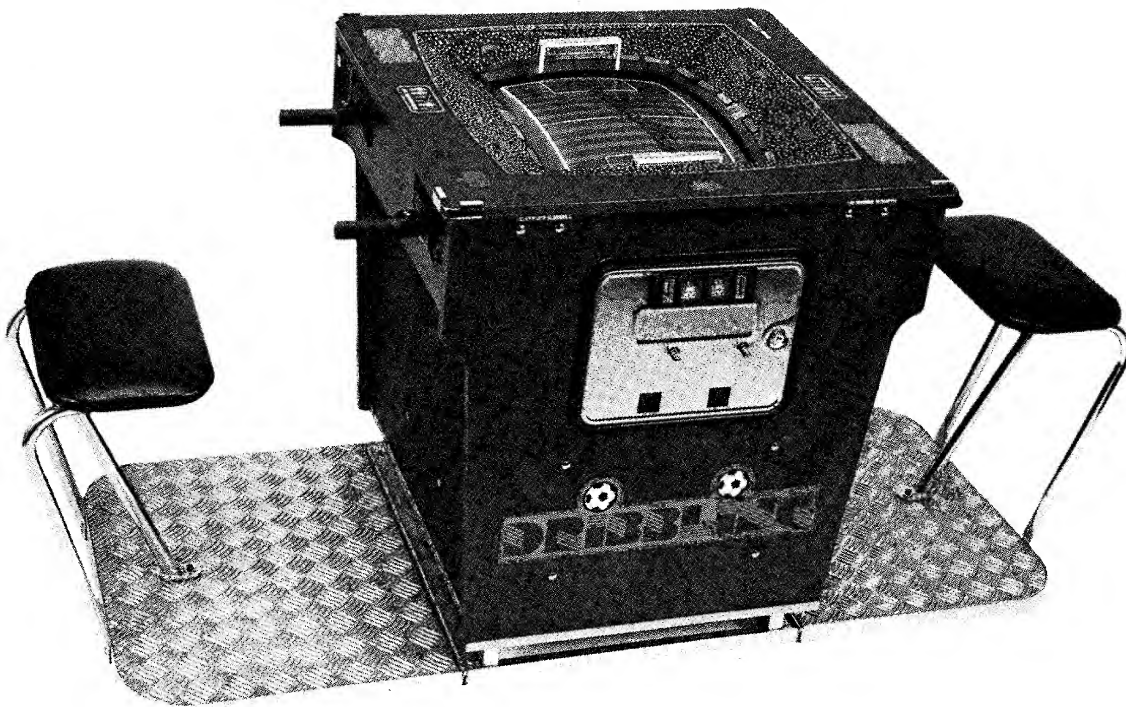# MODEL ![MR] RACING SPA

# dribbling®

# SERVICE INSTRUCTIONS
# AND PARTS CATALOG

# *dribbling*

## INSTRUCTIONS AND DESCRIPTION OF THE GAME

This game differs from the traditional video, which matches a single player against the machine until he assimilates all the various combinations programmed and eventually repeates himself over and over.

In this game the machine is the only mean through which two players compete one against the other expressing all their skill by creating new tactical situation and by directly controlling the game play after play.

After inserting the coin, after pressing the start botton, the two teams of seven players each come into the field from the two opposite sides accompanied by realistic cheers of a immaginary crowd.

After the presentation of the two teams, and the choice of the team colors (by pressing the shooting button on the right handle) the players automatically position themselves on the field.

The referee brings the ball to the starting point and whistles the start of the game.
At this point only you have the control of the players.

The players are controlled by two hadles, of which (the right one) controls the three foward and (the left one) controls the three defenders plus the goal keeper.

The players can move in eight directions: four orthogonal (vertical and horizontal movement) and four oblique (45° degree angle).

Each group of players can move toward a precise part of the field in order not to create confusion and not to create « dead zones » when going for the ball.

The controls are automatically shut off in order to allow the players to take their programmed positions when: the game starts, after a score, during a corner kichk and during a penalty shot).

The goal keeper can only be controlled vertically even though is controlled by the same handle that control the defense.

In order to facilitate the goal keeper movements, his control has been set on semiautomatic. The players hook the ball automatically unless the shooting botton is pressed when the player reaches the ball.

When any player hooks the ball he can dribble with it for a set time of three and a half seconds. Then he looses it automatically.

If the player is moving in any directions, the hooked ball will follow him anywhere he moves and he will then be able to kick it in any direction he chooses to.

When the goal keeper blocks the ball he can hold on to it for one and a half second and then he looeses it automatically. When instead he dives to block it with his fists, the ball bounces away.

When the player has the ball and the shooting botton is pressed, there are two way for the trajectory: if the player is standing still the ball will have a horizontal trajectory, if the player is moving with the ball, the trajectory will be opposite to the way the player is moving. (base speed for the ball is about 9.5 cm. or 3½ inches per second).

Ball speed also depends on the time the player has kept the ball while dribling it.

4

When the ball collides with any player while the shooting botton is pressed, depending on the collision course the ball can take the different directions.

In this case if the ball is kicked backwards, it could cause a corner kick or even a selfscore. When the forward players kick the ball from the lateral sides of the field, the ball takes a 45° angle toward the goalnet.

A player with possession of the ball may defend it by stopping and the player of the opposite team is so unable to take it away. If the player with the ball is moving, a contrast with another player will send the ball away from the two.

When the centre forward is moving inside the penalty area and is fouled by a defender without touching the ball first the result is a penalty shot: at this point the ball is automatically placed on the penalty disc, when the referee whistles the player kicked will have the option on shooting straight or at 45° angles on the both side of the goalnet.

The goal keeper in this case operates alone and only the intuition of the player can make him block the penalty shot.

In the case of a corner kick the ball, is automatically placed in the corner disc and the players are automatically placed in a programmed position.

The ball maytake two different trajectories:

A) One directly toward the centre foward.

B) The other one with a parabolic shot (curve ball) that will reach the foward wing closer to the corner disc.

By having the shooting botton pressed the kich resulting will have a higher speed. The defense may intercept the corner kick or may leave the goal keeper to block the shot.

There is a righ percentage of scoring from a corner kich. The goal is valid when the ball passes the goolnet line (a point is then awarded). When the play is resumed it is possible to open the action to the foward wing in order to by oass the opposite team and go to the net for scoring.

The time of the game is monitored and decreases from the time set to zero; at that point the referee whistles trice for the end unless there is a penalty to be kicked of a cornerkick, in this case the game stops after the completion of the action.

## REGOLAZIONI OPZIONALI PER L'OPERATORE
## OPERATOR OPTIONS ADJUSTMENTS

VOLUME CONTROL

POWER SUPPLY

220/200V SW

TIME SW

ON
1 2 3 4

CREDIT SW

OFF

ON

SPEAKER
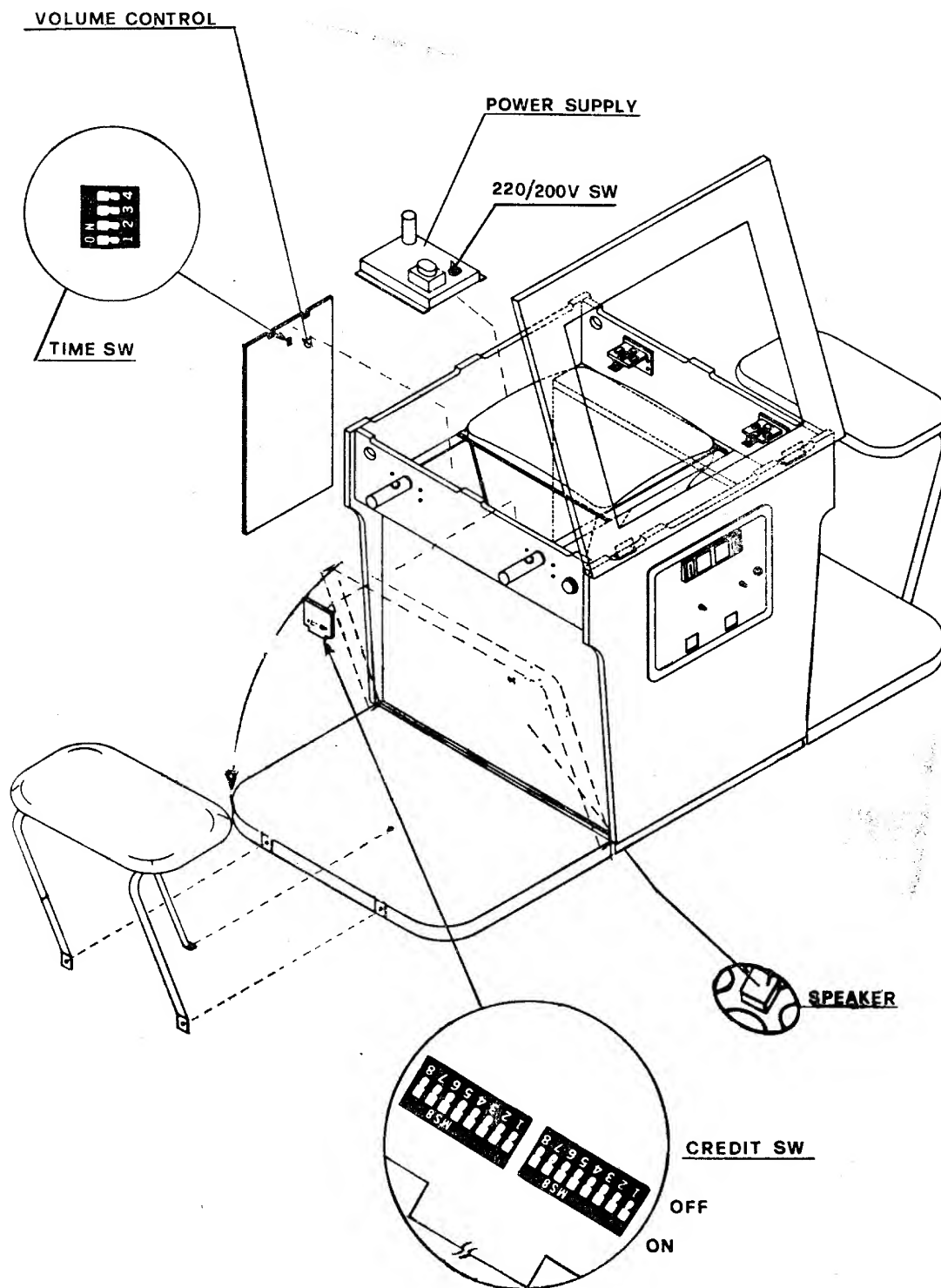
**REGOLAZIONI TRIMMER DELLA PIASTRA**
**MAIN BOARD ADJUSTMENTS**
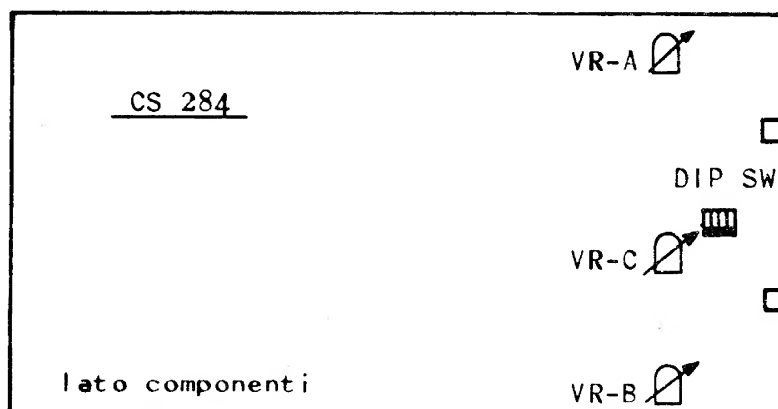


VR - A = TONO CALCIO A
VR - B = TONO CALCIO B
VR - C = VOLUME GENERALE

**REGOLAZIONE PER LA DURATA DELLA PARTITA.**
**SW 2 DEL DIP SWITCH MONTATO SUL CS 284**

| SW | 2 |
|---|---|
| DURATA PARTITA 1',50" | ON |
| DURATA PARTITA 2',30" | OFF |

**OPZIONE DEL COIN D'ABBUONO:**

Per impostare questa OPZIONE bisogna prima agire sul dip SW del CS 284:

| SW | 1 |
|---|---|
| OPZIONE INSERITA | OFF |
| OPZIONE NON INSERITA | ON |

Impostare sul CS 277, piastra gettoniera, la combinazione 1 COIN - 1 PLAY nelle due sezioni:

| SW | 1 | 8 |
|---|---|---|
| 1 COIN 1 PLAY | ON | ON |

tutti gli altri SW devono essere impostati ad « OFF ».

Una volta impostate queste regolazioni, quando la partita finisce con la vittoria di uno dei giocatori, sullo schermo dalla parte del perdente compare la scritta:
« INSERT ONLY ONE COIN! TIME LIMIT 10 SECONDS »,
ed il giocatore ha la possibilità di prendere un'altra partita con una sola moneta, purchè lo faccia nel tempo indicato.
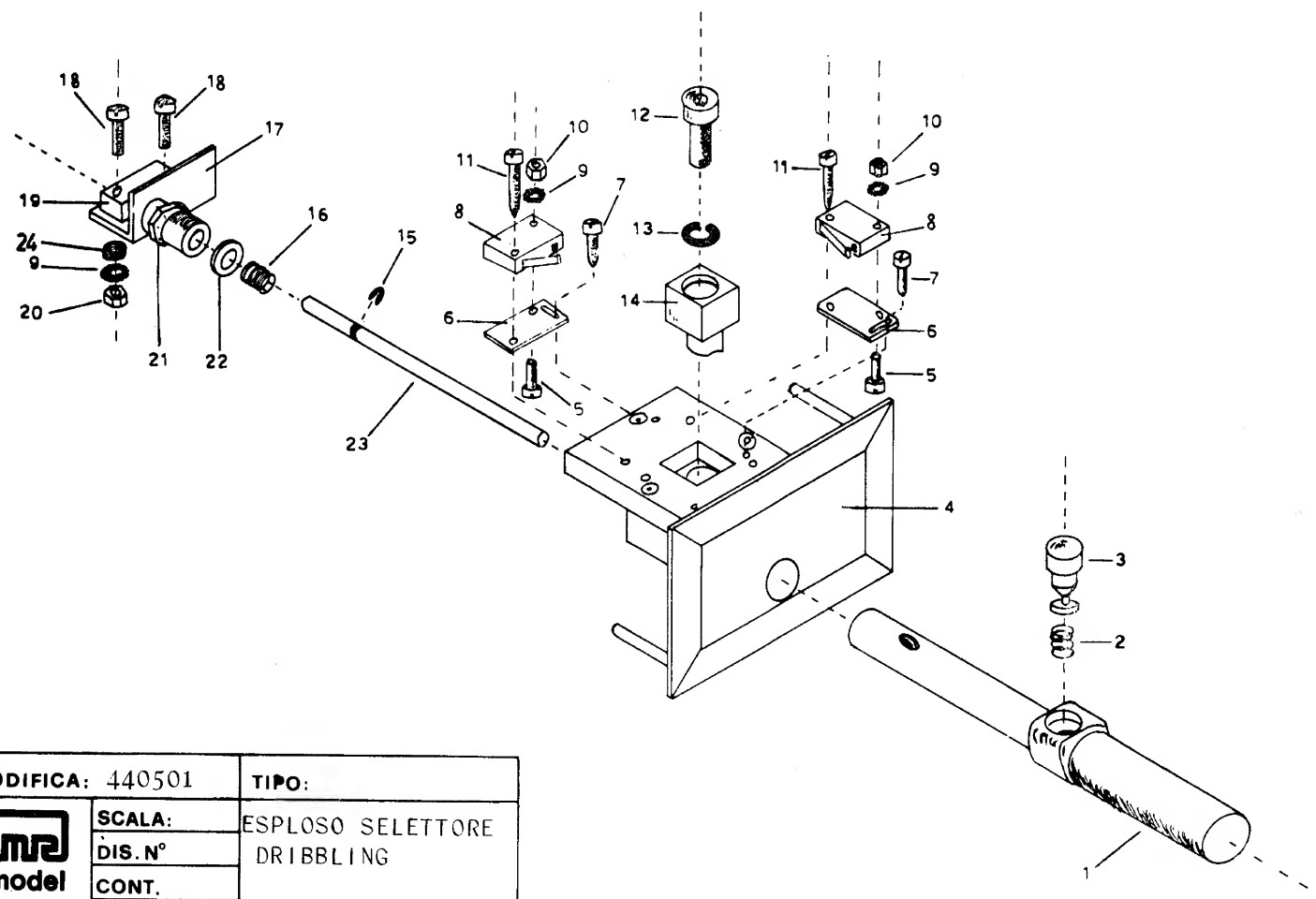
# COUNTER DRIVE

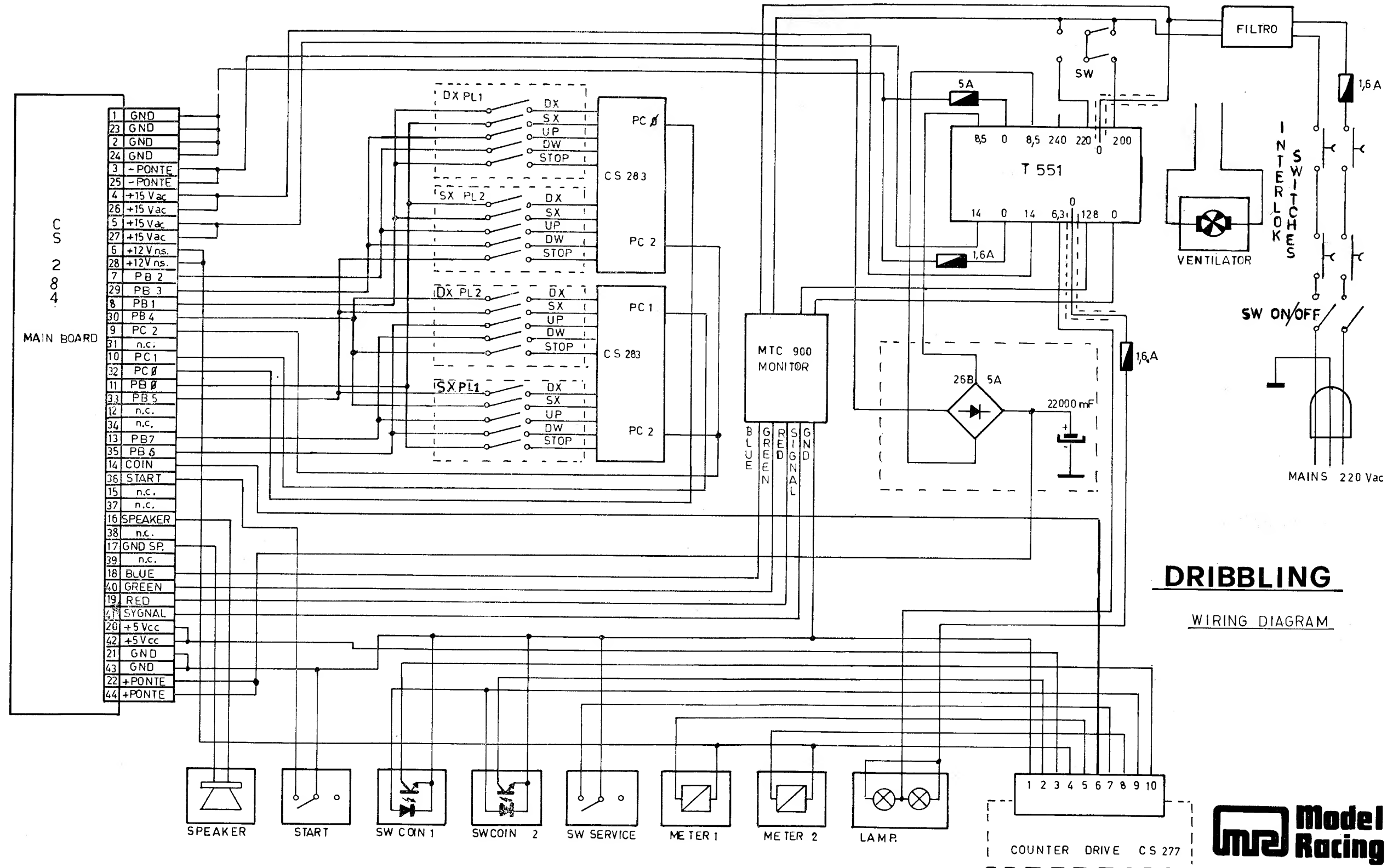SW C2    SW B2
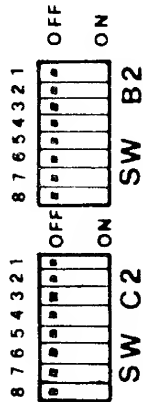
MEF00277

LATO COMPONENTI

| GETTONIERA 1 | SWITCH B2 | | | | | | | |
|---|---|---|---|---|---|---|---|---|
| | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 |
| 1 COIN 1 PLAY | ON | OFF | OFF | OFF | OFF | OFF | OFF | ON |
| 1 COIN 2 PLAY | OFF | ON | OFF | OFF | OFF | OFF | OFF | ON |
| 1 COIN 3 PLAY | OFF | OFF | ON | OFF | OFF | OFF | OFF | ON |
| 1 COIN 4 PLAY | OFF | OFF | OFF | ON | OFF | OFF | OFF | ON |
| 1 COIN 5 PLAY | OFF | OFF | OFF | OFF | ON | OFF | OFF | ON |
| 1 COIN 6 PLAY | OFF | OFF | OFF | OFF | OFF | ON | OFF | ON |
| 1 COIN 7 PLAY | OFF | OFF | OFF | OFF | OFF | OFF | OFF | ON |
| 2 COIN 1 PLAY | ON | OFF | OFF | OFF | OFF | OFF | OFF | OFF |
| 3 COIN 1 PLAY | ON | OFF | OFF | OFF | OFF | OFF | ON | OFF |

| GETTONIERA 2 | SWITCH C2 | | | | | | | |
|---|---|---|---|---|---|---|---|---|
| | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 |
| 1 COIN 1 PLAY | ON | OFF | OFF | OFF | OFF | OFF | OFF | ON |
| 1 COIN 2 PLAY | OFF | ON | OFF | OFF | OFF | OFF | OFF | ON |
| 1 COIN 3 PLAY | OFF | OFF | ON | OFF | OFF | OFF | OFF | ON |
| 1 COIN 4 PLAY | OFF | OFF | OFF | ON | OFF | OFF | OFF | ON |
| 1 COIN 5 PLAY | OFF | OFF | OFF | OFF | ON | OFF | OFF | ON |
| 1 COIN 6 PLAY | OFF | OFF | OFF | OFF | OFF | ON | OFF | ON |
| 1 COIN 7 PLAY | OFF | OFF | OFF | OFF | OFF | OFF | OFF | ON |
| 2 COIN 1 PLAY | OFF | ON | OFF | OFF | OFF | OFF | ON | OFF |
| 4 COIN 1 PLAY | ON | OFF | OFF | OFF | OFF | OFF | ON | OFF |

# DRIBBLING

## WIRING DIAGRAM

**CS 284** MAIN BOARD

| Pin | Label |
|---|---|
| 1 | GND |
| 23 | GND |
| 2 | GND |
| 24 | GND |
| 3 | – PONTE |
| 25 | – PONTE |
| 4 | +15 Vac |
| 26 | +15 Vac |
| 5 | +15 Vac |
| 27 | +15 Vac |
| 6 | +12 V n.s. |
| 28 | +12 V n.s. |
| 7 | PB 2 |
| 29 | PB 3 |
| 8 | PB 1 |
| 30 | PB 4 |
| 9 | PC 2 |
| 31 | n.c. |
| 10 | PC1 |
| 32 | PC Ø |
| 11 | PB Ø |
| 33 | PB 5 |
| 12 | n.c. |
| 34 | n.c. |
| 13 | PB7 |
| 35 | PB 6 |
| 14 | COIN |
| 36 | START |
| 15 | n.c. |
| 37 | n.c. |
| 16 | SPEAKER |
| 38 | n.c. |
| 17 | GND S.P. |
| 39 | n.c. |
| 18 | BLUE |
| 40 | GREEN |
| 19 | RED |
| 41 | SYGNAL |
| 20 | +5 Vcc |
| 42 | +5 Vcc |
| 21 | GND |
| 43 | GND |
| 22 | +PONTE |
| 44 | +PONTE |

DX PL1 — DX / SX / UP / DW / STOP — PC Ø — CS 283 — PC 2

SX PL2 — DX / SX / UP / DW / STOP — PC 2

DX PL2 — DX / SX / UP / DW / STOP — PC 1 — CS 283

SX PL1 — DX / SX / UP / DW / STOP — PC 2

MTC 900 MONITOR — BLUE / GREEN / RED / SIGNAL / GND

T 551
8,5  0  8,5  240  220  200
14  0  14  6,3  128  0

5A
1,6A
1,6A
26B  5A
22000 mF

FILTRO
SW
VENTILATOR
INTERLOK SWITCHES
SW ON/OFF
MAINS 220 Vac
1,6 A

SPEAKER
START
SW COIN 1
SW COIN 2
SW SERVICE
METER 1
METER 2
LAMP

1 2 3 4 5 6 7 8 9 10
COUNTER DRIVE CS 277

Model Racing

MEF00284

DRIBBLING

Model Racing

MEF00284

| | | | |
|---|---|---|---|
| | DRIBBLING | | |
| model Racing | | | |